1        **ABSTRACT OF THE DISCLOSURE**

2        An architecture for customizable applications includes an application

3 object and a customization object. The application object has internal logic that

4 performs a set of fixed or predetermined actions, and a public object model. The

5 public object model includes a set of public methods that are invocable on the

6 application object, and a set of event source which are methods that can be

7 implemented by a programmer and are called by the internal logic of the application

8 object. By implementing methods invocable by the event sources, it is possible to

9 extend and customize the functionality of the application object. The customizations

10 are stored in a customization database for retrieval during the dynamic operation of

11 the application object. Each customization may be identified by a "moniker," which

12 is a string having a hierarchical format. The moniker is derived partly from fixed

13 data known to the application object, and partly from environmental data that is

14 ascertained by the application object at run time.

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